

# LUNCHORDER.JAVA – ERROR TABLE

## Error #: 1

Description of Error: “cannot find symbol: class Food”

Cause of Error: LunchOrder.java is referencing the Food class before it exists or is incorrectly named.

Fix: Ensure Food.java is in the same package and the class name matches exactly.

## Error #: 2

Description of Error: “cannot find symbol: constructor Food(int)”

Cause of Error: Constructor signature in Food class does not match the way it is being called.

Fix: Add a constructor in Food.java that accepts the required parameters.

## Error #: 3

Description of Error: “incompatible types: String cannot be converted to int”

Cause of Error: Using input.nextLine() when expecting a number.

Fix: Replace nextLine() with nextInt() or convert the string to an integer.

## Error #: 4

Description of Error: “cannot find symbol: getFat() / getCarbs() / getFiber() methods”

Cause of Error: Food class does not contain the expected getter methods.

Fix: Add getFat(), getCarbs(), and getFiber() methods to Food.java.

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# BOWLING APPLICATION – ERROR TABLE

## Error #: 1

Description of Error: “package java.util.scanner does not exist”

Cause of Error: Scanner is spelled with a lowercase ‘s’.

Fix: Change import to: import java.util.Scanner;

## Error #: 2

Description of Error: “cannot find symbol: class Scanner”

Cause of Error: Incorrect or missing import statement.

Fix: Add import java.util.Scanner; at the top of the file.

## Error #: 3

Description of Error: “incompatible types: String cannot be converted to int”

Cause of Error: Using nextLine() when expecting an integer.

Fix: Replace nextLine() with nextInt() or convert the string using Integer.parseInt().

## Error #: 4

Description of Error: “variable score might not have been initialized”

Cause of Error: Attempting to accumulate or print a value that was never set.

Fix: Initialize score = 0 before using it.

## Error #: 5

Description of Error: Logical error: Total score resets unexpectedly

Cause of Error: Variable reset inside the loop.

Fix: Ensure totalScore is declared outside the loop and never reassigned inside it.